Road Construction Updates



August 29 - September 12, 2014: Sequoia and Kings Canyon National Parks

Are You Planning to See the Big Trees in Sequoia National Park?

You will find occasional 15-minute to 1-hour delays at various locations in Sequoia and Kings Canyon National Parks through October 2014, including delays to/from the General Sherman Tree, Crystal Cave, and Grant Grove. *Construction schedules may change with little notice*.

Plan Carefully to Maximize Your Fun and Minimize Your Delays

- Give yourself plenty of time to visit.
- Use the schedules below to plan a visit.
- Visit the parks' website for road construction updates and trip-planning info: www.nps.gov/seki.
- Call 559-565-3341 (8:15 a.m.-4:15 p.m.) daily in summer to obtain assistance in planning your trip. Stop by a visitor center, and ask a ranger to help plan your visit.

Generals Highway Construction

Overview:

Through October 2014, a construction project is planned on weekdays only, excluding holidays, along the Generals Hwy. (-main road through the parks) in Sequoia National Park. Night work is possible in the future. *Stay alert for flaggers and signs*.

Two work zones on dates listed below:

- from Eleven Range to Last Hill
- from Last Hill to Wolverton Road

August 29 - September 1 (Fri.-Mon.)
Labor Day Holiday Weekend = No delays!

September 2-5 (Tue.-Fri.)

Traffic passes thru at the top and bottom of the hour: 6:00 a.m.-5:00 p.m.

Eleven Range to Last Hill = rolling delays of less than 5 minutes

Last Hill to Wolverton Road = maximum 30-minute delays

Generals Highway Construction cont.

One work zone on dates listed below:

• from Eleven Range to Wolverton Road

September 8-12 (Mon.-Fri.) Tentative Traffic passes thru at the top and bottom of the hour: 6:00 a.m.-5:00 p.m.

Eleven Range to Wolverton Road = one 30-minute delay, and one rolling delay of less than 5 minutes

MAP: www.nps.gov/seki/parknews/index.htm

MOTORCYCLES & BICYCLES

Road project work may cause slick, oily, and hazardous road conditions.

Slow down and be safe!